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(54) **HEADSET BASE WITH HOLDER FOR MOBILE COMMUNICATION DEVICE**

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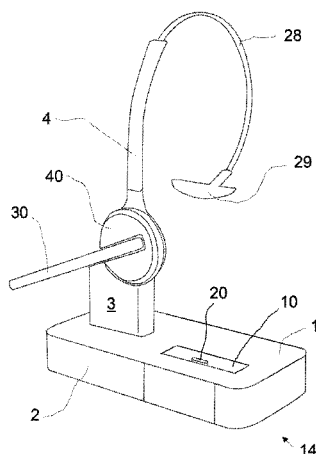
ABSTRACT

A headset base unit comprising a base housing, a first connection device, by means of which the headset base unit is connectable to at least one telecommunication device, such as a desk phone or a PC phone. Furthermore, the headset base unit comprises a second connection device, by means of which the headset base unit is connectable to a headset, and a device holder for holding a mobile communication device with a device user interface. The headset base comprises control means, by means of which an audio channel can be opened between the headset base unit and a selected one of the telecommunication devices. The headset base unit is adapted to receive control commands from the mobile communication device for controlling the selected telecommunication device connected to the first connection device, whereby a user can control the telecommunication device by means of the device user interface.

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USPC 455/41.2, 569.1, 575.2
See application file for complete search history.

20 Claims, 7 Drawing Sheets



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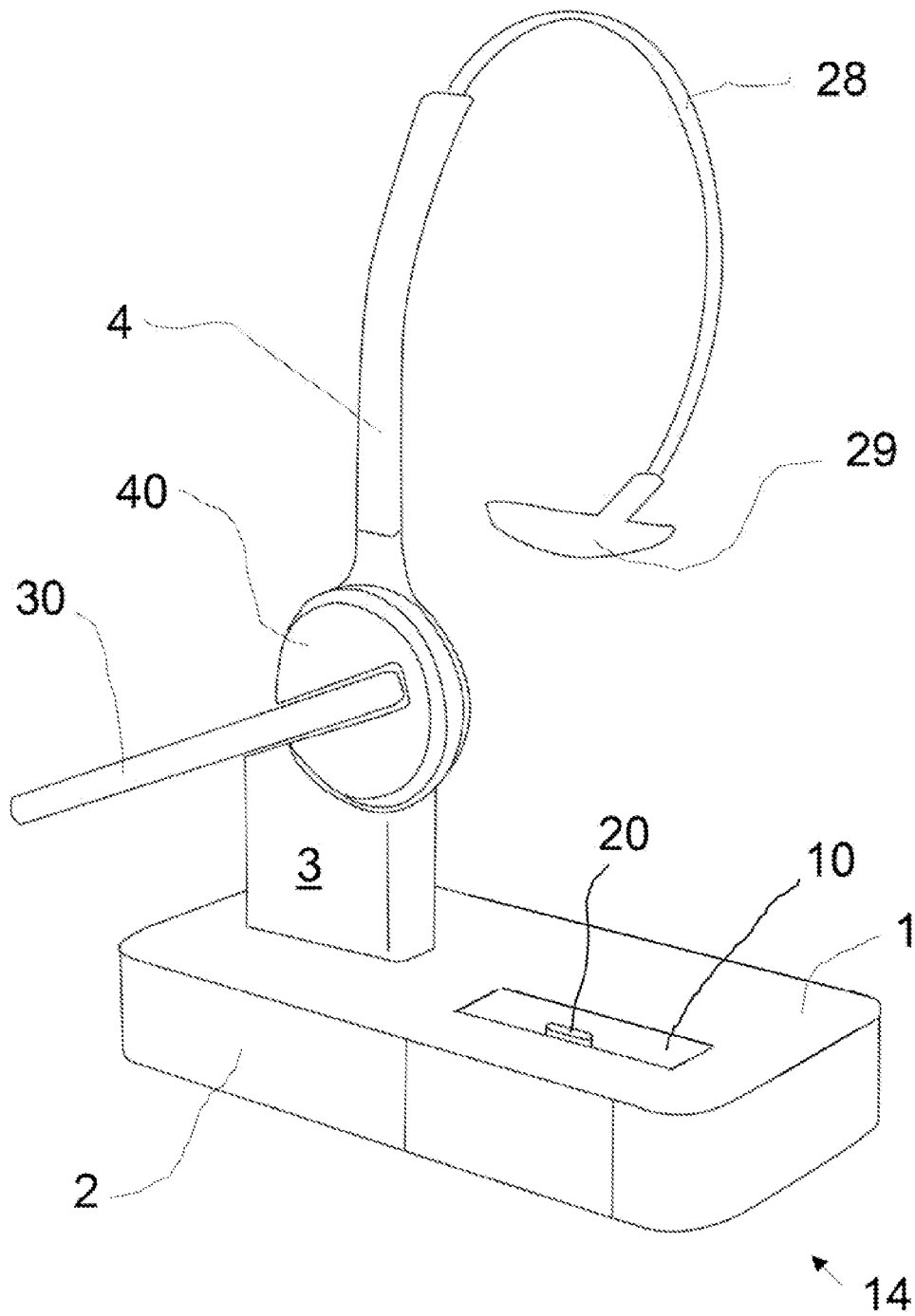


Fig. 1

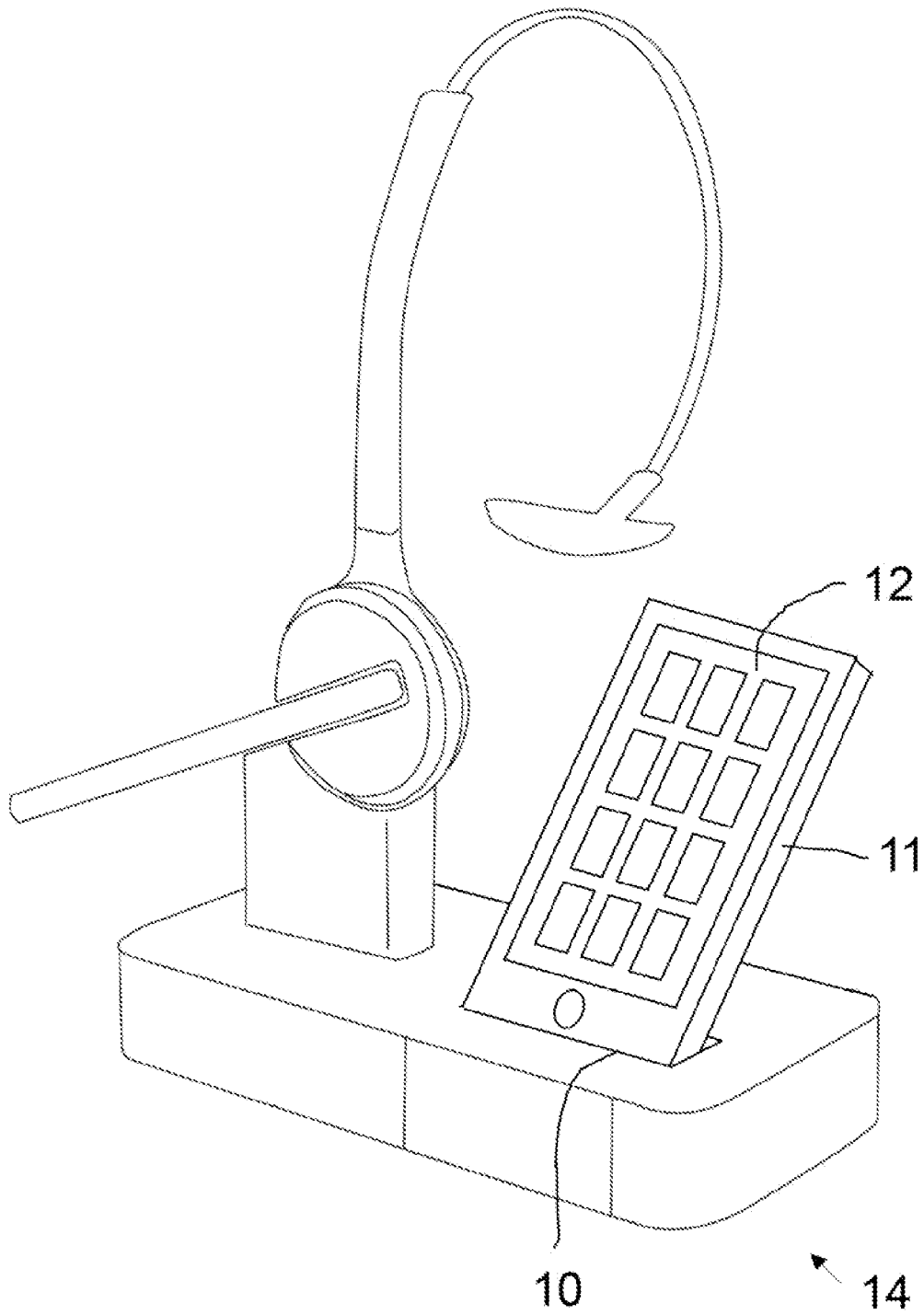


Fig. 2

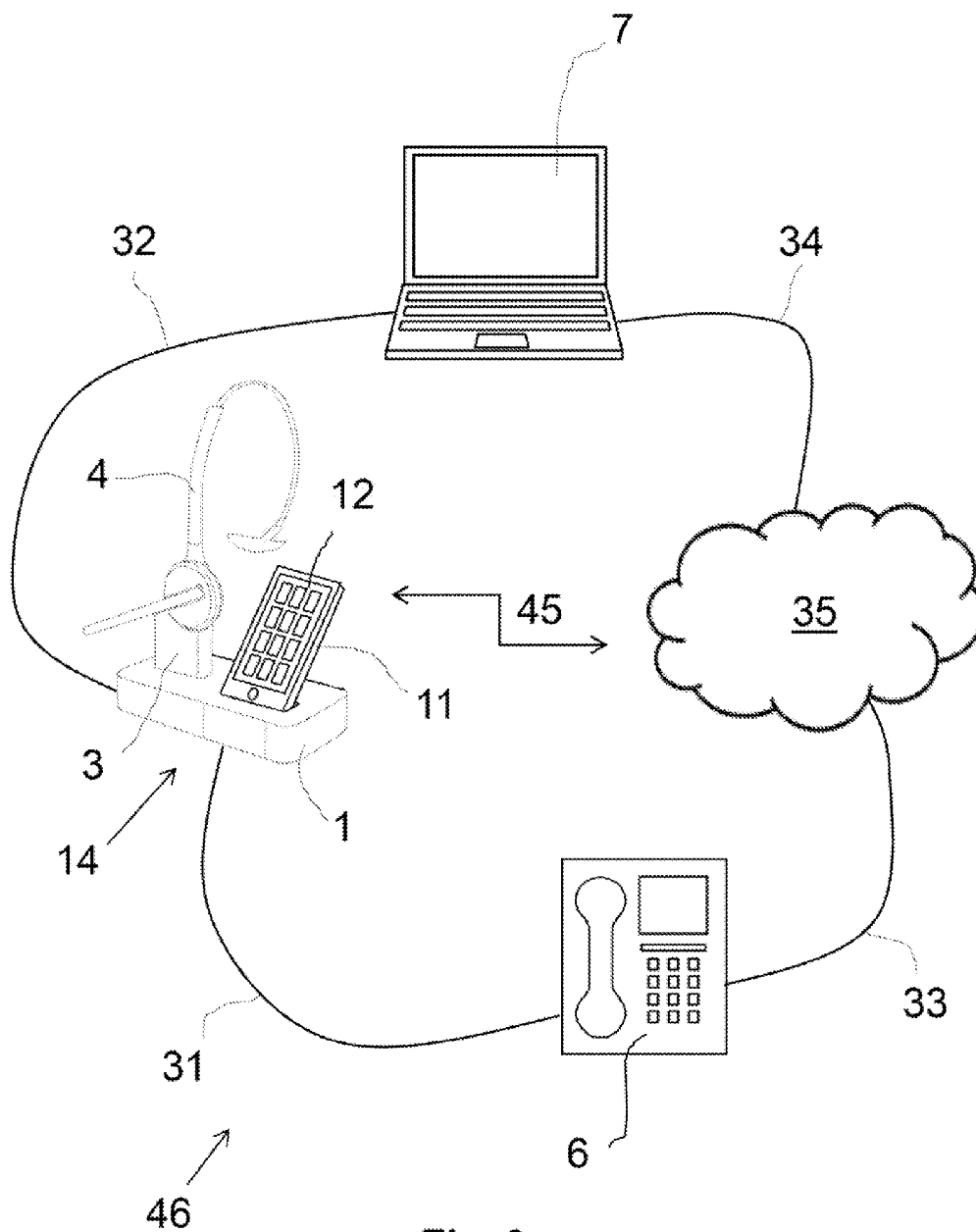


Fig. 3

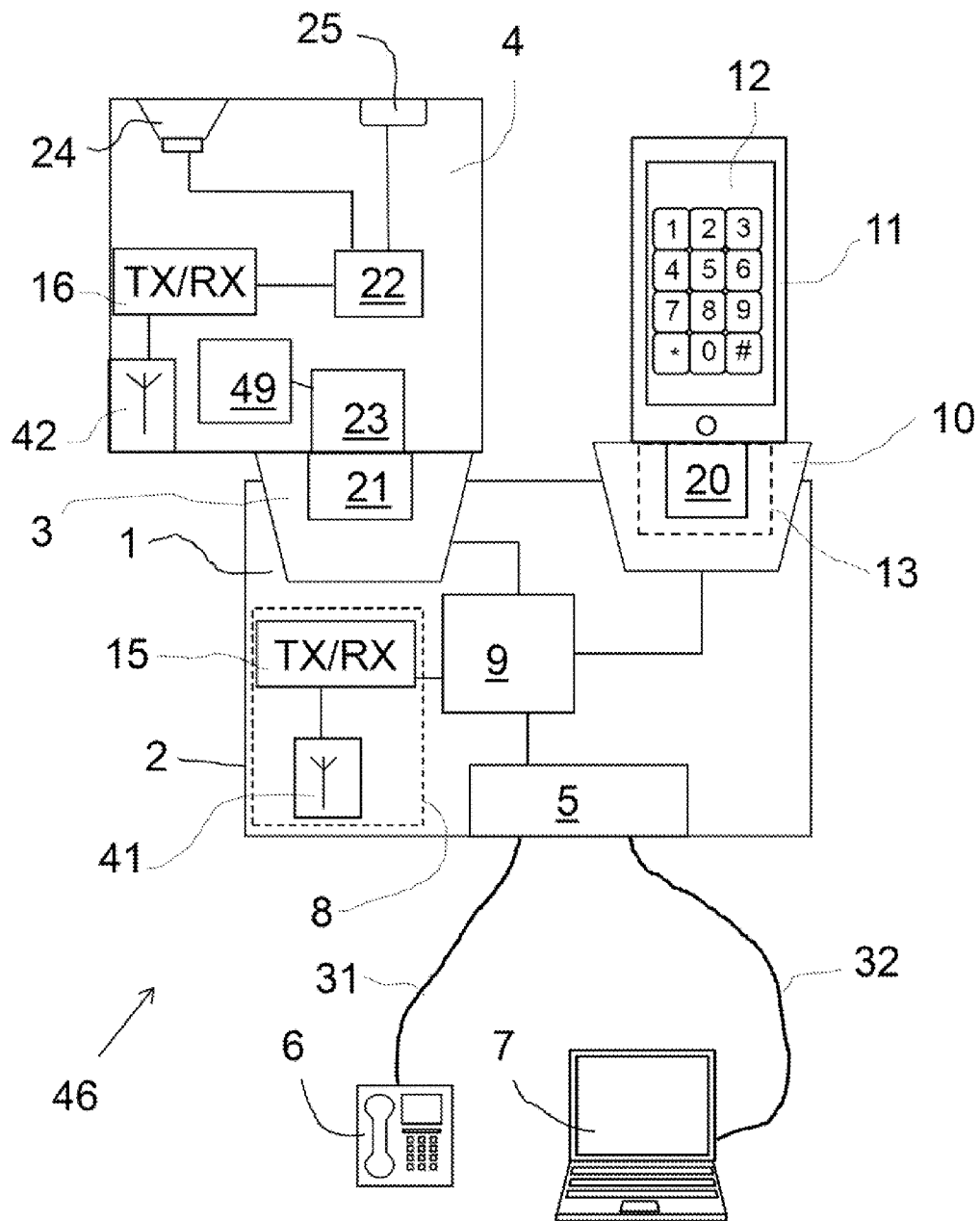


Fig. 4

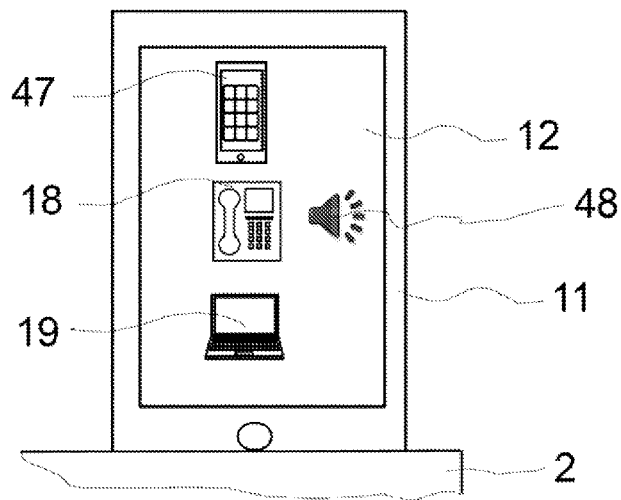
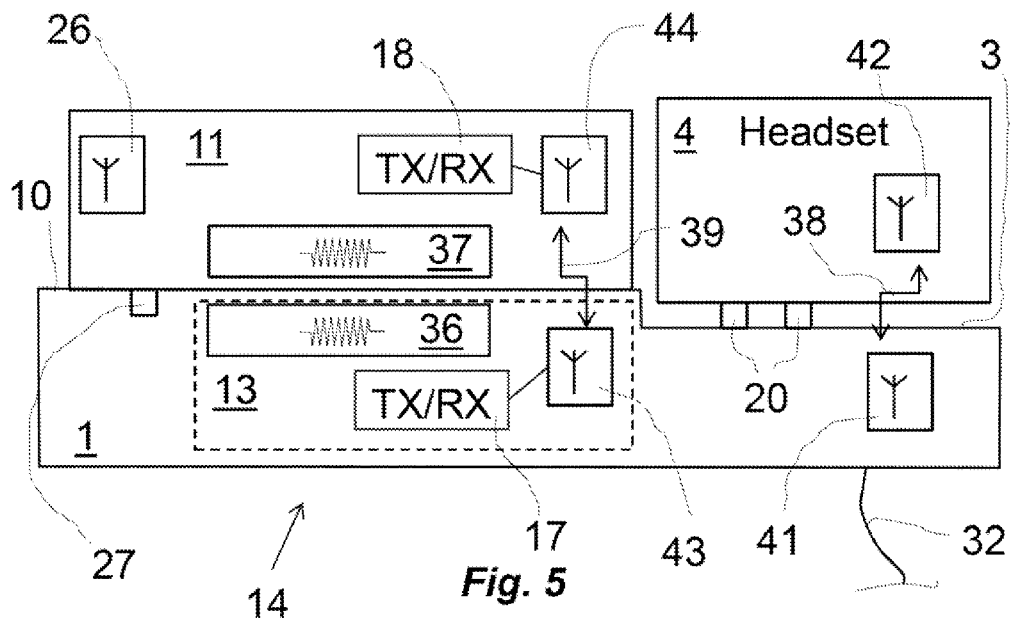
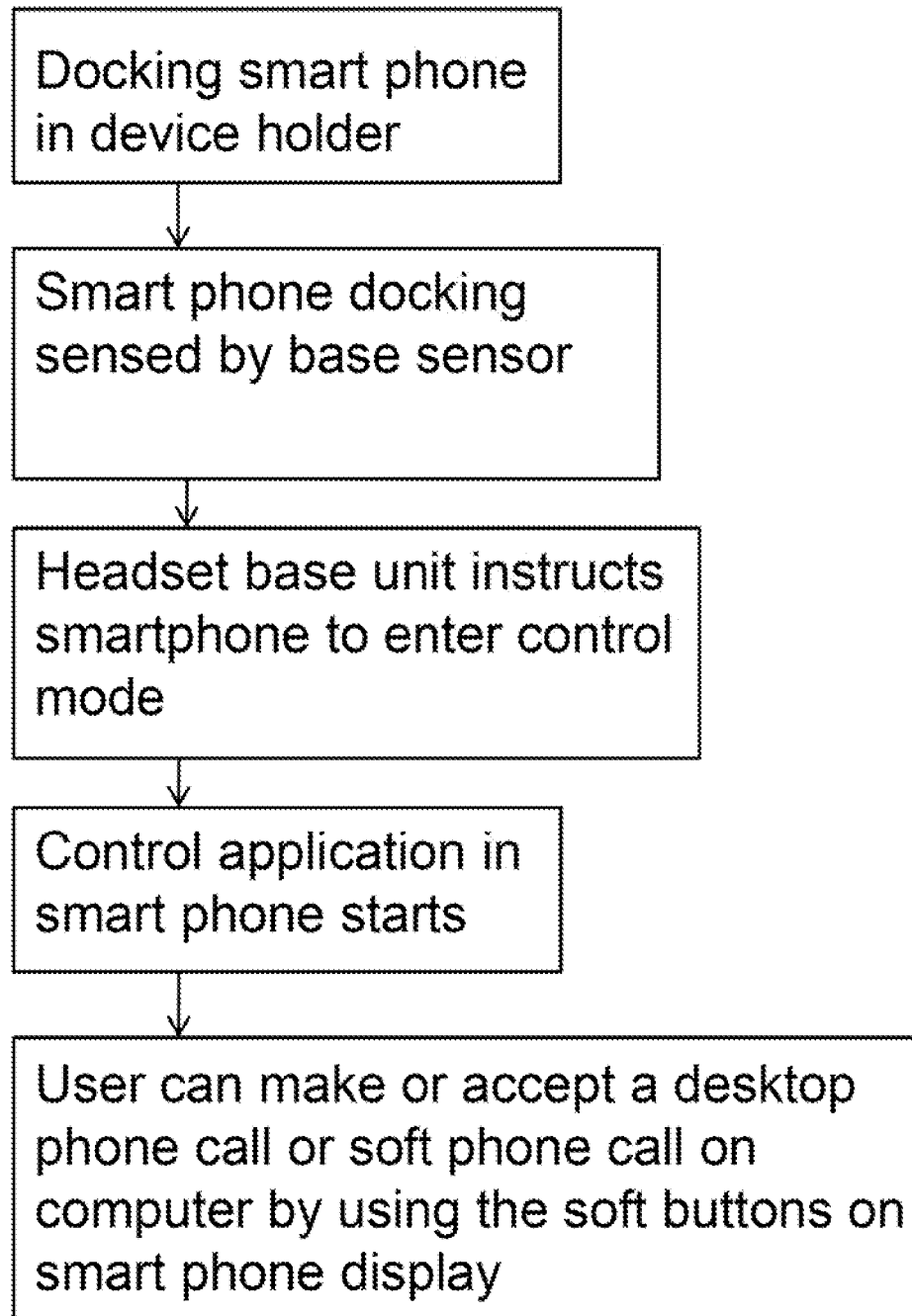
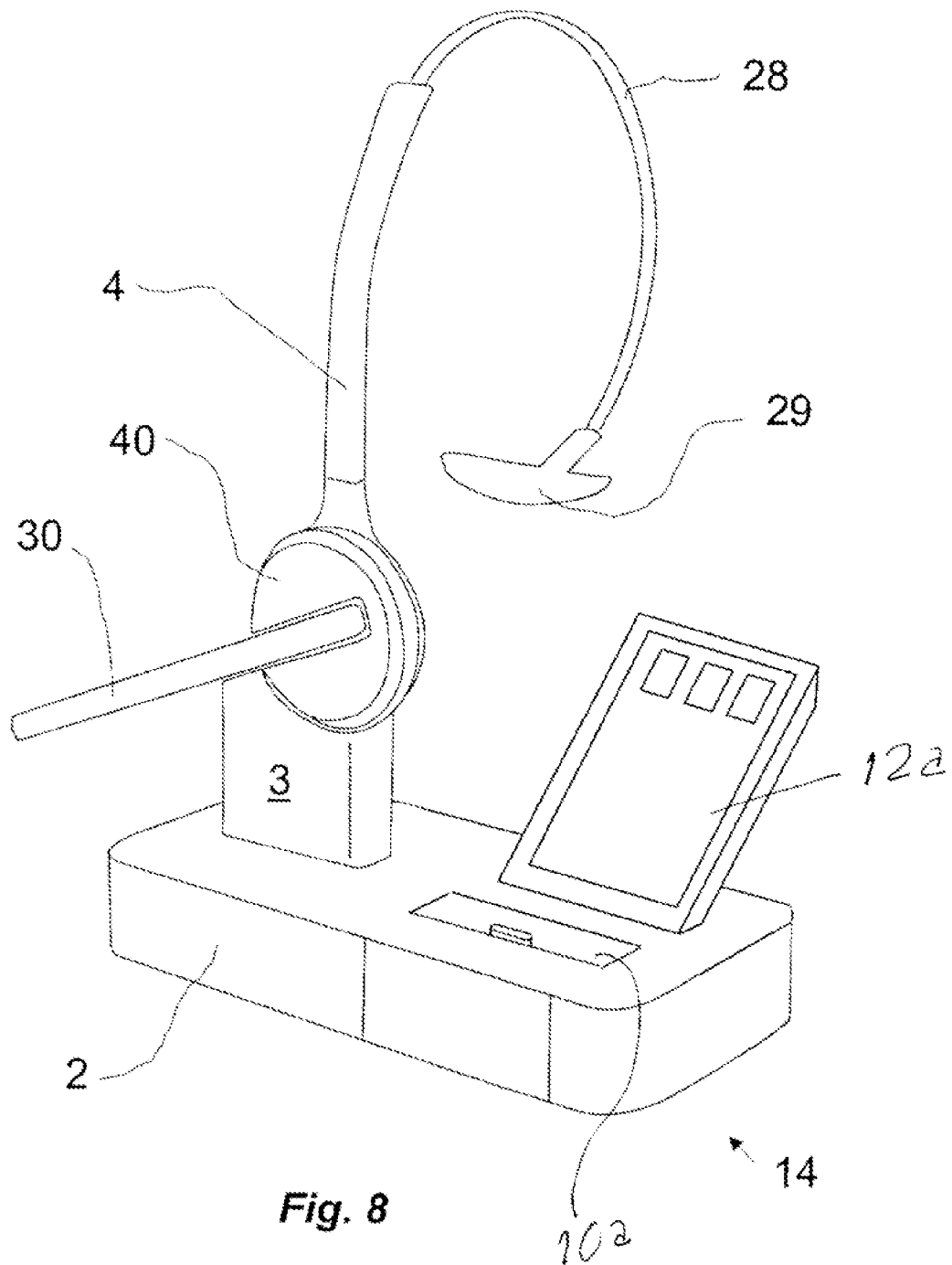


Fig. 6

**Fig. 7**



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**HEADSET BASE WITH HOLDER FOR
MOBILE COMMUNICATION DEVICE**

TECHNICAL FIELD

The disclosure relates to a headset base unit comprising:
 a base housing,
 a first connection device, by means of which the headset base
 unit is connectable to at least one telecommunication
 device, such as a desk phone or a PC phone,
 a second connection device, by means of which the headset
 base unit is connectable to the headset,
 a device holder for holding a mobile communication device
 with a device user interface, and
 a third connection device, by means of which the headset base
 unit is connectable to the mobile communication device.

BACKGROUND ART

Today there are many different ways of communicating via
 modern technology, such as PSTN telephony, IP telephony
 and mobile telephony, SMS, instant messaging (chat), video
 conferencing, voice-mail, presence information etc. It is com-
 mon for people to have both a mobile phone, and a desk
 phone/soft phone. A mobile phone is very practical when the
 user is away from his desk, but when he is working at his desk
 he may in many cases prefer to use a desktop phone or a soft
 phone. He may also prefer to use a headset, as this allows him
 to simultaneously operate his computer, write on a paper,
 looking in drawers with both hands etc. It may also be desir-
 able that the user's presence status on computer or telecom-
 munications network is updated, when the user arrives at his
 desk. Presence status is real time information about a person's
 ability and willingness to communicate. Other persons on the
 same network or connected to the same presence service
 provider can be updated in real time with presence status of
 his contacts. All this relates to what is termed "unified com-
 munications". An example of a unified communications sys-
 tem is Microsoft Lync.

A headset base unit is a unit, which is arranged between a
 headset and one or more telecommunication devices, such as
 a PSTN (Public Switched Telephone Network) desk phone,
 and IP (Internet Protocol) desk phone, an IP soft phone (in-
 stalled on a computer) and a mobile phone. The headset base
 unit normally comprises a headset holder for holding the
 headset when not in use. The headset comprises one or two
 earphones and a microphone. The headset base unit is typi-
 cally placed on a desk beside a telephone and/or a PC. When
 the user wants to use the headset, he picks up the headset and
 arranges on his ear or head. The headset can be connected to
 the headset base unit by a wire or wirelessly. In both cases, the
 user's hands are free for other purposes such as using the
 computer or handling papers while communicating via the
 headset.

A mobile communication device is a broad group of
 devices comprising mobile phones, PDAs (personal digital
 assistants), media players, tablet computers etc.

US 2010/0081473 discloses a headset base unit with holder
 for mobile communication device.

SUMMARY DISCLOSURE

The object of the disclosure is to provide a new and
 improved headset base unit with a holder for a mobile com-
 munication device. The headset base according to the disclo-
 sure is characterised in control means, by means of which an
 audio channel can be opened between the headset base unit

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and a selected one of the telecommunication devices, and that
 the headset base unit is adapted to receive control commands
 from the mobile communication device for controlling the
 selected telecommunication device connected to the first con-
 nection device, whereby a user can control the telecommuni-
 cation device by means of the device user interface. In this
 way, the user can utilize the user interface of his mobile
 communication for telecommunication via other channels
 while working at his desk, and at the same time presence
 status etc. can be updated.

The headset base unit may preferably comprise a headset
 holder for holding the headset.

The headset base unit may be simultaneously connectable
 to more than one telecommunication device.

Preferably, one or more of headset speaker volume, micro-
 phone volume, microphone mute and speaker equalisation
 can be adjusted by means of the device user interface.

According to an embodiment of the disclosure, the second
 connection device comprises a first transceiver for wireless
 connectivity to the headset, which headset is wireless and
 comprises a headset transceiver.

According to another embodiment, the third connection
 device comprises a second transceiver for wireless commu-
 nication with the mobile communication device comprising a
 corresponding transceiver.

The disclosure also relates to a headset base system com-
 prising a headset base unit as described above and a mobile
 communication device with a device user interface.

The user interface of the mobile communication device
 may comprise a display.

The display is preferably a touch-screen display.

The display may be adapted to display a keypad for enter-
 ing a telephone number.

Preferably, a connected telecommunication device can be
 selected by touching a device icon representing the telecom-
 munication device.

According to an embodiment, a caller identity icon is
 shown on the display when there is an incoming call on a
 connected telecommunication device.

If the headset is wireless, the display may be adapted to
 show battery status of the headset.

The disclosure also relates to a headset system comprising
 a headset base unit as described above and a headset.

The disclosure also relates to a communication system
 comprising a headset system as described above and at least
 one connected telecommunication device, wherein the headset
 base unit is adapted to be able to instruct a connected tele-
 communication device to initiate an outgoing call.

BRIEF DESCRIPTION OF THE DRAWINGS

The disclosure is explained in detail below with reference
 to the drawings illustrating embodiments of the disclosure
 and in which

FIG. 1 is a perspective view of a headset system according
 to a first embodiment of the disclosure,

FIG. 2 is a perspective view of the headset system accord-
 ing to the first embodiment of the disclosure with a smart
 phone placed in the holder,

FIG. 3 is a communication system comprising the first
 embodiment of the headset base system according to the
 disclosure and a desk phone and a laptop computer,

FIG. 4 is the communication system of FIG. 3, the headset
 system is disclosed diagrammatic,

FIG. 5 is a diagram showing a headset system according to
 a second embodiment of the disclosure,

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FIG. 6 is a schematic front view of a smart phone held by a headset base unit according to the disclosure,

FIG. 7 is a flow diagram showing a basic use of a headset base unit according to the disclosure, and

FIG. 8 is a figure like FIG. 1 except that it includes a second holder 10a and permanent or removable screen/keyboard 12a.

MODES FOR CARRYING OUT THE DISCLOSURE

It should be noted that the drawings are schematic and only elements most essential for the explanation of the disclosure are disclosed here. Many details, which are well known and easy to implement for a skilled person are left out for clarity reasons. The same reference signs are, in several instances, used for the same or corresponding parts.

FIGS. 1 and 2 disclose a headset system 14 comprising a base unit 1 according to a first embodiment of the disclosure and a headset 4. The headset base unit 1 comprises a base housing 2, a headset holder 3, a device holder 10 and a device connector 20. The headset holder 3 is shaped as a post for receiving the headset 4. In FIGS. 1 and 2, the headset 4 is received by the headset holder 4. The headset 4 comprises a circular earphone 40, a microphone arm 30, a headband 28 and an end piece 29. It is not visible on the drawing but a charging terminal on the holder 3 is an electrical contact with a corresponding charging terminal on the earphone 40, when the headset 4 is held by the headset holder 3. The base housing 2 comprises a device holder 10 for holding a mobile communication device, such as a smart phone 11. The device holder 10 is provided as a recess in the top surface of the base housing 2 and a connector 20 is provided in the recess 10. In FIG. 2, a smartphone 11 is arranged in the recess 10 such that the connector 20 is engaged with a corresponding connector on the smart phone 11. In this embodiment, the connector 20 is a Micro-B USB connector. However, other types of connectors could be used.

The smart phone 11 comprises a touch screen display 12, which is easy to watch and touch due to the inclined position of the smart phone 11. The touch screen display 12 is, of course, works as a user interface for controlling the functions of the smart phone. However, the touch screen display 12 of the smart phone 11 may according to the disclosure also be utilized for controlling functions not directly related to the smart phone 11, which will be explained further in the following.

FIG. 3 discloses a communication system 46, where the headset base unit 1 according to the first embodiment is connected to a desk phone 6 by means of a cable 31 and to a laptop computer 7 by means of a cable 32. The desk phone 33 is by means of a connection 33 connected to an external communications network 35. In addition, the laptop 7 is by means of a connection 34 connected to the external communications network 35. The external communications network 35 is a world-wide network comprising the public switched telephone network (PSTN), which is the network of the world's public circuit-switched telephone networks including fixed as well as mobile phones, and the Internet, which is the network of the world's public IP-based packet-switched networks. The smart phone 11 is also connected to the external communications network 35 by means of a GSM link 14.

A so-called "app" (application) is installed on the smart phone 11 in order to expand it with added functionality to cover functions not directly related to the smart phone. Thus, the added functionality comprises call management relating to calls on the desk phone 6 and soft phone calls on the laptop

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computer 7. The headset base unit 1 itself is adapted to handle calls on the desk phone 6 and the laptop computer 7, but the user may manage these calls by means of the touch-screen display 12 of the smartphone 11. The app can be configured to provide direct access between the smart phone screen and keyboard and the base 2 via connector 20 so that keystrokes on the smartphone, when engaged with the connector act as if they are a dedicated keyboard for the base. This can be done by running an appropriate software script on the smartphone to redirect keystrokes and screen display, with additional software to interpret outputs from the phone to the connect which may optionally be in the base or headset. Alternatively, the smart phone may run an app which links to the base or headset via the internet or a local area network (LAN), Bluetooth®, Zigbee® or similar short range wireless network, which the base/headset is also already joined to.

Another embodiment which is also shown in FIG. 2, has a cradle recess/device holder 10 with a "dumb" keyboard display unit 11 which is not a smart phone but of a type known in the GN 9470 product, except removable via connector 20. The dumb unit 11 may be replaced by a smart phone, which is sized to be received in the holder. Thus, in this embodiment, the user may use the dumb screen/keyboard in place of the smart phone when the smart phone is unavailable by merely swapping it out. The software in the base or headset will detect which device is present.

A further embodiment is shown in FIG. 8 where the base has two holders 10 and 10a to accommodate multiple devices (smart phone/dumb screens) or where, the dumb screen 12a is permanently affixed to the base and a holder 10a can receive another device such as a smart phone. When a smart phone is placed in holder 10a, it notifies the base and headset to supersede the control of screen 12a. If two smart devices are plugged into holders 10/10a, the system will preferably determine that the front most has control and the rearmost will merely be providing power for charging.

When the user sits at his desk with the desk phone 6, the laptop 7 and the headset system 14 with his smart phone 11 docked in the headset base unit 1, he may use the headset 4 for telephone calls via the desk phone 6, the laptop 7 and the smart phone 11. He may as an example manage calls in the following ways: the headset base unit 1 detects, that the smart phone 11 is docked, and the communication software on the laptop is informed that the user is "present" at the desk. This may be achieved by many means. Thus, the softphone on the laptop may be set to be automatically selected for outgoing calls. If the user enters a phone number by means of the touch-screen display, the outgoing call is executed as an Internet Protocol call by the soft phone on the laptop 7. The user will communicate via the wireless headset 4 and may not care about, whether the call is a desk phone call, a soft phone call or a mobile phone call. If there is an incoming call on any of the desk phone 6, the laptop 7 and the smart phone 11, the user may put on the headset 4 and accept the call by touching an "accept call" soft button on the touch-screen display 12. If the user is having a call on his smart phone 11 using the headset 4 and wants to leave the office, he may dock the headset 4 on the headset holder 3, pick up the smartphone 11 from the device holder 10 and continue the call while leaving the office. If the user is in a call on either the desk phone 6 or the laptop 7 and wants to leave the office, he may touch a soft button on the display 12 for transferring the call to his smart phone 11, before he is docking the headset 4 and picking up the smart phone 11. When he takes the smart phone 11 out of the device holder 10, the communications software on the

laptop 7 is informed that the user is “not present” and all incoming calls to the soft phone may be set to be transferred to the smart phone.

FIG. 4 discloses a diagram of the headset system 14. As earlier mentioned, the headset base unit 1 comprises a base housing 2, a headset holder 3, a device holder 10 with a device connector 20. The headset base unit 1 also comprises a processor 9, a first connection device 5, a second connection device 8, a headset holder terminal 21 and a third connection device 13 comprising the device connector 20. The headset holder terminal 21 is in electrical contact with a headset terminal 23, whereby a rechargeable headset battery 49 can be charged when the headset 4 is docked. The second connection device 8 comprises a DECT (Digital Enhanced Cordless Telecommunications) transceiver 15 and a DECT antenna 41 for wireless communication with the headset 4. The headset base unit 1 and the headset 4 may be provided with transceivers and antennas according to the Bluetooth® or other radio standards instead of the DECT standard. The headset base unit 1 is connected to the desk phone 9 by means of a 4 wire phone cable 31 and to the laptop 10 by means of a USB cable 32.

The headset 4 comprises besides the already mentioned headset terminal 23 and headset battery 49, a headset processor 22, a speaker 24, a microphone 24, a DECT transceiver 16 and a DECT antenna 42. The mechanical parts, such as the headband 4 and the microphone arm 30 are not shown.

FIG. 5 disclose a diagram of a headset system 14 according to a second embodiment of the disclosure. In this embodiment, the device holder is simply a flat surface 10 on which the smart phone 11 can be placed. Furthermore, the headset base unit 1 and the smart phone 11 are not electrical connected when the smart phone 11 is docked. Instead, the headset base unit 1 is provided with an inductive charging transmitter circuit 36 and the smart phone 11 is provided with a corresponding inductive charging receiver circuit 37. Furthermore, the headset base unit 1 and the smart phone 11 are provided with Bluetooth® antennas 43, 44 and Bluetooth® transceivers 17, 18 for wireless communication via a Bluetooth® link 39. A base sensor 27 detects docking of the smart phone 11 and activates charging and Bluetooth® communication. Otherwise, the headset base unit 1 may work in the same manner as the first embodiment.

A variation on the above embodiment involves the construction of FIG. 8 where there are two holders 10/10a, though in the preferred embodiment, holder 10a is immediately adjacent holder 10. In such case screen 12a also includes inductive charging circuits and the placement of a smart phone in holder 10a provides sufficient proximity to charge such smart phone no charging connector is needed in the holder. If the smart phone is wirelessly connected to the base/headset, such as by Bluetooth®, then no connector is needed in the holder. This is advantageous, as smart phone manufacturers tend to change connector configurations.

It is noted that the inductive charging circuit can be used also a detector for the presence of a smart phone as it will increase current draw when in proximity.

FIG. 6 discloses a front view of the smart phone 11 when held by a headset base unit 1 and when the app for call management is activated. The touch screen display 12 discloses a smart phone icon 47, a desk phone icon 18 and a laptop icon 19. An incoming call icon 48 flashes and indicates that there is an incoming call on the desk phone 6. The user may accept the call by simply undocking the headset 4 or if it is already undocked touching the desk phone icon 18 on the touch screen display 12 of the smart phone 11. The touch screen display 12 may also show a list of contacts, call lists

etc. Furthermore, contact lists may be synchronized with the desk phone 6 and the laptop 7 when the smart phone 11 is docked.

FIG. 7 discloses a flow diagram showing a basic use of a headset base unit according to the disclosure. The user may arrive at his desk and dock his smart phone in the device holder of the headset base unit. The headset and/or the smart-phone sense this, where after the smart phone is instructed to enter control mode and start the installed app. Now, the user is able to manage calls on the desk phone and laptop by means of the touch screen display of the smart phone.

The invention is not limited to the embodiments shown above. Thus, the use of a smart phone may be replaced by the use of a more traditional mobile phone with a numerical key pad, a tablet computer, such as an iPad® or Samsung Galaxy Tab 10.1®, a personal PDA (personal digital assistant), a media player etc.

The headset and the headset base unit may communicate wirelessly according to the Bluetooth®, DECT or Wi-Fi standards or even other radio standards. Also, the headset may be a corded headset which is connected by a wire to the headset base unit.

The disclosure also includes a method of configuring the apparatus above. In particular, the method includes connecting multiple sources of telecommunication feeds from a plurality of communications devices, to a wireless headset controlled by a smart phone device via a base unit having a holder for the smart device having a keyboard and screen comprising:

- a. providing telecommunication feeds to a base unit having a device holder and connector sized to receive a smart device;
 - b. running a software application on said smart device to configure said device to grant the base unit access to said keyboard and screen on said smart device;
 - c. controlling which telecommunication feed is linked to said headset via commands sent to via said keyboard;
 - d. displaying the headset link status on said screen;
- whereby a user can control the telecommunications devices by the smart device.

The method also further includes a second holder located immediately adjacent and behind said first holder and wherein said controller detects the presence of a keyboard and screen device populating said holders and connects the holder, which is front most to the controller for controlling the connection between the headset and telecommunications devices.

The method also includes charging a keyboard/screen device in one of the holders with that device including an inductive charger and when a smart device is placed in the other holder adjacent thereto, it is inductively charged and its presence can be detected by the change in inductance.

LIST OF REFERENCE SIGNS

1	headset base unit
2	base housing
3	headset holder
4	headset
5	first connection device
6	desk phone
7	laptop computer
8	second connection device
9	control means
10/10a	device holder
11	mobile communication device/smart phone

12/12a	device user interface
13	third connection device
14	headset base system
15	first transceiver
16	headset transceiver
17	second transceiver
18	device icon
19	device icon
20	device connector
21	headset holder terminal
22	headset processor
23	headset terminal
24	headset speaker
25	headset microphone
26	GSM antenna
27	base sensor
28	head band
29	end piece
30	microphone arm
31	wired connection
32	wired connection
33	connection
34	connection
35	external communications network
36	inductive charging transmitter circuit
37	inductive charging receiver circuit
38	first radio link (DECT)
39	second radio link (Bluetooth ®)
40	earphone
41	DECT antenna
42	DECT antenna
43	Bluetooth ® antenna
43	Bluetooth ® antenna
45	GSM link
46	communication system
47	device icon
48	incoming call icon
49	headset battery

The invention claimed is:

1. A headset base unit comprising:

a base housing,

a first connection device, by which the headset base unit is connectable to at least one telecommunication device, such as a desk phone or a PC phone,

a second connection device, by which the headset base unit is connectable to a headset,

a device holder for holding a mobile communication device with a device user interface, and

a third connection device, by which the headset base unit is connectable to the mobile communication device, wherein

a controller by which an audio channel can be opened between the headset base unit and a selected one of the telecommunication devices, and wherein the headset base unit is adapted to receive control commands from the mobile communication device for controlling the selected telecommunication device connected to the first connection device, and wherein said mobile communications device includes code to transmit keystrokes on said mobile communications device to be transmitted to said controller, whereby a user can control the telecommunication device by the mobile device user interface.

2. A headset base unit according to claim 1, wherein the headset base unit comprises a headset holder for holding the headset.

3. A headset base unit according to claim 1, wherein the headset base unit is simultaneously connectable to more than one telecommunication device.

4. A headset base unit according to claim 1, wherein one or more of headset speaker volume, microphone volume, microphone mute and speaker equalisation can be adjusted by the device user interface.

5. A headset base unit according to claim 1, wherein the second connection device comprises a first transceiver for wireless connectivity to the headset, which headset is wireless and comprises a headset transceiver.

6. A headset base unit according to claim 1, wherein the third connection device comprises a second transceiver for wireless communication with the mobile communication device comprising a corresponding transceiver.

7. A headset base system comprising a headset base unit according to claim 1, wherein it comprises said mobile communication device with a device user interface.

8. A headset base system according to claim 7, wherein the user interface of the mobile communication device comprises a display.

9. A headset base system according to claim 8, wherein the display is a touch-screen display.

10. A headset base system according to claim 9, wherein the display is adapted to display a keypad for entering a telephone number.

11. A headset base system according to claim 9, wherein said connected telecommunication device can be selected by touching a device icon representing the telecommunication device.

12. A headset base system according to claim 8, wherein a caller identity icon is shown on the display when there is an incoming call on said connected telecommunication device.

13. A headset base system according to claim 5, wherein the base housing includes a display and wherein the display is adapted to show battery status of the headset.

14. A communication system comprising a headset system according to claim 1 and at least one connected telecommunication device, wherein the headset base unit is adapted to be able to instruct a connected telecommunication device to initiate an outgoing call.

15. A headset base unit comprising:

a base housing,

a first connection device, which the headset base unit is connectable to at least one telecommunication device, such as a desk phone or a PC phone,

a second connection device, which the headset base unit is connectable to a headset,

first and second adjacent device holders for holding a screen and keyboard device in one or both holders with a device user interface, and

a third connection device, which the headset base unit is connectable to a mobile communication device, wherein

a controller configurable to detect the presence of said mobile device in one of said holders by which an audio channel can be opened between the headset base unit and a selected one of the telecommunication devices, and that the headset base unit is adapted to receive control commands from the mobile communication device in one of said holders for controlling the selected telecommunication device connected to the first connection device, whereby a user can control the telecommunication device by the device user interface and

wherein the controller determines which holder is populated with a screen and keyboard device and selects communication with one such device.

16. The unit of claim 15 wherein said first and second holders are arranged with the first holder in front of the second and wherein the controller is configured to select the front most holder which is populated with a screen and keyboard device.

17. The unit of claim 15 wherein said first and second holders are arranged with the first holder in front of the second and wherein said second holder is populated with a screen and

keyboard device further having an inductive charging circuit therein, and when said first holder is populated with a removable device, it may be inductively charged by its proximity with the device in the second holder.

18. The unit of claim **15** wherein controller determines the presence of devices in the holders and communicates with the front most holder populated with a device.

19. A method of connecting multiple sources of telecommunication feeds from a plurality of communications devices, to a wireless headset controlled by a smart phone device via a base unit having a first holder for the smart phone device having a keyboard and screen comprising:

- a. providing telecommunication feeds to a base unit having a device holder and connector sized to receive a smart device;
 - b. running a software application on said smart device to configure said smart phone device to grant the base unit access to said keyboard and screen on said smart device;
 - c. controlling said telecommunication feed which is linked to said headset via commands sent via said keyboard;
 - d. displaying the headset link status on said screen;
- whereby a user can control the telecommunications devices by the smart phone device.

20. The method of claim **19** further including a second holder located immediately adjacent and behind said first holder and wherein said controller detects the presence of a keyboard and screen device populating said holders and connects the holder which is front-most to the controller for controlling the connection between the headset and telecommunications devices.

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